

Research and Development (R&D) Project in Serious Games - course



- Serious Game – multidisciplinary cases in different fields like education, health care, social science
- Multidisciplinary project skills (Education, Social sciences, coding, Design and Art, Media and Communications, Business and Consepting)
- Case example: Young isolated people – support their daily activities like shopping, finding work place etc.

- **The course is 10 ECTS credits.** Project work 260 hours per student. Working hours reported during the project.
- **Course content:** ‘Starting lecture’, (introduction of course content, criteria and activities) , where the steps of carrying out the course will be described together with other important information. Allocation of the project teams will immediately follow the starting lecture - each project group is supported with a private supervisor

- **Material:** Unique project material provided by the customer of the project and/or material to be collected and studied by the project team.
- **Assessment Methods and Evaluation Criteria:** Learned skills of the student will be reported by a project portfolio. Assessment criteria will be available in the web-based learning environment.

- **Learning outcomes**, after completing the project course, the student:
 - has knowledge to work and conduct a challenging serious game project in a professional way
 - learn how to acquire and apply professional expertise in the topic of the serious game project
 - are able to act as independent member of a serious game project in project work and management.

After conduct a successful serious game project in a managed way, student shows his/her expertise by:

- collectively producing, monitoring and updating the serious game project plan (project with fixed time and human resources);
- acquiring information on the subject matter of the serious game project in order to build professional expertise on the topic and apply this in the project work;
- build professional working knowledge and skills focused in the subject area of the project (e.g. software development, user experience evaluation);
- develop analytical and creative skills for successful completion of the project;
- monitor and communicate the status (time & human resources used) of the project in real time within the project team (weekly/daily meetings);
- Use systematic means (e.g. ICT tools) to enable communication and transparency of the project work;